

IN THE CLAIMS

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
9. (Canceled)

10. (Currently amended) A method for implementing a bonus game on an electronic gaming machine, the method comprising the steps of:

(a) receiving a player wager on the gaming machine for a base game, said gaming machine being provided with a bonus game having multiple B-I-N-G-O cards, each card including five columns that are each associated with a particular B-I-N-G-O letter, and a plurality of peripheral spaces with each peripheral space corresponding to a respective column on a respective card or cards, each column having a sequential order within its respective card;

(b) detecting if said player wager on said base game is a maximum bet wager;

(c) responsive to the detection of the maximum bet wager, selecting under control of a processor operating on the gaming machine one of the plurality of peripheral spaces corresponding to the respective column on the respective B-I-N-G-O card or cards[.];

~~(d) determining whether the selected one of the plurality of peripheral spaces corresponds to a next sequential column on the respective B-I-N-G-O card or cards, and playing the respective B-I-N-G-O card or cards if the space corresponds;~~

(e) lighting the column associated with a B peripheral space;

(f) receiving a next player wager on the gaming machine for the base game and detecting if said next player wager is a maximum bet wager;

(g) responsive to the detection of the next maximum bet wager, selecting under control of the processor a next one of the plurality of peripheral spaces corresponding to the respective column on the respective B-I-N-G-O card or cards;

(h) determining whether the selected next one of the plurality of peripheral spaces corresponds to a next sequential column on the respective B-I-N-G-O card or cards, and playing the respective B-I-N-G-O card or cards if the space corresponds;

([[d]]i) lighting the column associated with the selected next peripheral space only if the selected next peripheral space corresponds to the next sequential column on the respective B-I-N-G-O card or cards; and

([[e]]i) repeating steps ([a]]f) through ([d]]i) to form a completed B-I-N-G-O card and awarding a bonus prize for the completed B-I-N-G-O card.

11. (Currently amended) The method of claim 10 wherein ~~step (d) includes:~~ further including the step of ordering the columns of each card into the following sequential order: B, I, N, G, O;

~~— lighting a column associated with and responsive to the step of selecting one of the selected spaces only if the column is associated with a B or if a prior column in the sequential order has already been lighted, otherwise not lighting the previously unlighted column.~~

12. (Original) The method of claim 11 further including the step of providing a mystery space that corresponds to more than one of the multiple B-I-N-G-O cards.

13. (Original) The method of claim 12 further including the step of awarding a bonus prize for more than one completed B-I-N-G-O card when the mystery space is selected at the same time that the G column is lighted on more than one B-I-N-G-O card.

14. (Currently amended) The method of claim 10 further including the step of building a bonus script at the beginning of a bonus session, wherein steps (c), ~~(d)~~ and through ([e]]i) operate under control of the script.

15. (Original) The method of claim 10 wherein the step of awarding a bonus prize includes the step of selecting a bonus prize from a plurality of bonus prizes associated with the completed B-I-N-G-O card.